

FIGHT THROUGH TIME
TYRANTS

INSTRUCTION
MANUAL

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TYRANTS

**SEGA GENESIS
INSTRUCTION MANUAL**

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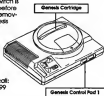
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STARTING UP

1. Set up your Genesis System as described in its Instruction manual. Plug In Control Pad 1. **Tyrants is for one player only.**
2. Make sure the power switch is OFF. Then insert the Tyrants cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen will appear.
4. Press START when the title screen appears.

important: if the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and that the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Genesis cartridge.



For
Game Play
Assistance, call:
1-714-833-1999

IN THE BEGINNING

A new world has been formed and on it there are 28 islands in 9 Epochs. It will take an Etemol God to conquer them all.

This Etemol God must be capable of leading a team of men into battle to remove all traces of other life forms from the islands, someone skillful enough to guide that team through the advancing ages of technology - from prehistoric times through the middle ages, the Victorian era, the present day and beyond.

This leader must form and break alliances with opposing forces without a second thought, oversee the construction of various buildings and the mining of the sturdy materials necessary to creating weapon designs.

Ultimately, it will take someone strong enough to fight for their divine right to rule supreme.

TYRANT'S

FIGHT THROUGH TIME

TAKE CONTROL!

Genesis
Control Pad

Directional
Buttons



Start
Button

Button C

Button B

Button A

START BUTTON

- Press to start the game.
- Press to pause the game and to bring up the Pause Game Options; press again to resume play.

D (DIRECTIONAL) BUTTON

- Press up, down, left or right to move the Handy Pointer in the desired direction. The outstretched finger of the Handy Pointer must touch the desired icon in order to activate it properly.

BUTTON A

- Press to jump the Handy Pointer around the screen. Instead of manually moving the Handy Pointer around the screen with the D-button, the A Button can be used to make the Handy Pointer jump to the hot spots on the screen.

Button B

- Press to make a selection on all of the start-up screens.
- Press to activate an icon's function.
- Press and hold when the Handy Pointer is over a number to increase the number of men allocated to a task.

Button C

- Press to make a selection on all of the start-up screens.
- Press and hold when the Handy Pointer is over a number to decrease the number of men allocated to a task.

GETTING STARTED

After the SEGA logo screen and the Virgin Games and Sensible Software Credits have been shown, you will be presented with the Tyrants Title Screen (Fig. 1). Press the Start Button to continue to the Player Select Screen.



Fig. 1
Tyrants Title Screen

There are many functions used to play Tyrants. They are represented either by words or by a special picture called an icon (Fig. 2).

The function of a word or icon is selected or activated by using the Handy Pointer (Fig. 3).



Fig. 2



Fig. 3

PLAYER SELECT

Here's where you decide which team you wish to control. There is a choice of four different Team Leaders, each one representing a different color (Fig. 4). They are Scarlet for Red, Oberon for Yellow, Caesar for Green and Madcap for Blue. Use the descriptions provided to help make your decision. The three remaining Team Leaders will become your opponents and will be controlled by the Generals, so choose wisely. When you have selected a Team Leader, you will be presented with the Options Screen.



Fig. 4:
Player Select Screen

ISLAND SELECTION SCREEN

From here you can set certain parameters, view the islands in an Epoch and begin play (Fig. 5).

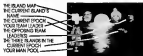


Fig. 5:
Options Screen

THE ISLAND MAP

In the top left corner of this screen is a small-scale play-view of the island you are about to play. Each island is split into sectors on a four-square grid, from a minimum of 2 sectors to a maximum of 16. You will need to use the Island Map a little bit later. Read the rest of this section first, but see the section titled "The Play Display" on page 16 for more information on the Island Map.

THE CURRENT ISLAND'S NAME

Below the Island Map is detailed information on the currently selected island. Every island has a name, and the islands in the 1st Epoch are called Aloha, Bazooka and Cila. The subsequent islands' names follow the English alphabet sequence. You must conquer all of the islands in an Epoch to move on to the next Epoch, but the islands can be played in any order. There are two ways to view the other islands in the current Epoch. For one method, see the section titled "The Three Islands in the Current Epoch" on page 11. The other method is described in a section below.

THE CURRENT EPOCH

The first 27 islands are evenly divided into nine groups known as Epochs. The 28th and final island, Tyrants, is the scene for the Mother Of All Battles. See the section titled "The Mother Of All Battles" on page 44. To reach Tyrants you must conquer all of the islands in the nine Epochs.

YOUR TEAM LEADER

This is just to remind you who he or she is.

THE OPPOSING TEAM LEADERS

Here you can see the Team Leader you are up against on the Island Map shown.

THE THREE ISLANDS IN THE CURRENT EPOCH

Use the Handy Pointer to select the island you wish to view and play next.

YOUR MAN POOL

Below "Picky Island," you will see a figure of a man with a number beneath him. These are the men available for conquering islands. The very first time you play Tyrants, you start with 100 Men in your Man Pool. Any men not used on an island remain in the Man Pool for use on other islands. Any men remaining in the Man Pool when an Epoch is complete will stay there ready for use in the next Epoch. An additional 100 Men are added to the Man Pool when you begin a new Epoch.

OPTIONS

Selecting "Options" by moving the Handy Pointer over the word and pressing the B button calls up eight new options: "CONTINUE," "AUTO SLOW OFF," "SPEECH ON," "MUSIC ON," "SOUND FX ON," "HELP ON," "SOUND TEST" and "LOAD/SAVE."

CONTINUE

Select this to leave the other options as they are and return to the Options Screen.

Auto Slow Off

The speed at which the Tyrants universe runs can be adjusted during play. The "AUTO SLOW" option acts as a fail-safe; see the section titled "The Passage of Time" on page 18. Select the "AUTO SLOW" option to turn this feature "ON" or "OFF."

SPEECH ON

Sampled speech in software is usually a novelty, but not in Tyrants. Actors were commissioned to play the parts of the characters you will hear during play. They will alert you to events. Even your opponents will talk to you! Select this option to turn "OFF" or "ON" the speech heard during play. We recommend that you leave it "ON."

Music ON

An atmospheric soundtrack can accompany play. Select the "Music" option to turn the soundtrack "OFF" or "ON."

Sound FX ON

Certain events during play have associated sounds to enrich the proceedings. Select the "Sound FX" option to turn those sounds "OFF" or "ON."

HELP ON

When you use the Handy Pointer to touch certain areas of the screen you will notice words appearing in a box. This is to remind you what the function in question does. Select the "HELP" option to turn this feature "OFF" or "ON."

SOUND TEST

From here you can listen to all the sound effects, music and digitized speech used in TYRANTS. When you select this option, you will be presented with four new options: 'SFX 1,' 'Music 0,' 'Speech 1' and 'Quit.' To cycle through the various sound effects, music and speech samples:

- Press the A, B or C Button to hear Sound FX, Music or Speech relating to the number shown. Note that selecting 'Music 0' will cause any Music playing to cease.

LOAD/SAVE

SAVE

Each Epoch has an associated eleven letter code. The codes vary because they take into consideration your performance in any Epochs you have previously played. To view the code for an Epoch, move the Handy Pointer over the 'SAVE' word and press any button. The letters you will be shown beneath it form the password code for this Epoch. Write it down so that you can enter it later.

LOAD

To enter a password code and play an Epoch from scratch (there are no password codes for incomplete Epochs), first move the Handy Pointer over the 'LOAD' word and press any button. Then enter the Epoch's two letter code. Select the 'Delete Letter' symbol (Fig. 6) to remove, one by one, any entered letters. When you are done entering all of the letters of your password code, select the 'Enter Code' symbol (Fig. 7) to register the password code.



Fig. 6



Fig. 7

- Press the D-Button in any direction to move the Handy Pointer to the desired letter.
- Press the B or C Button to register the letter.
- Press the A Button to delete, one by one, the registered letters.

If you enter an incorrect code, you will be told "No Way!" Try again to enter a correct code.

PLAY ISLAND

Once you have set your desired options and are ready to play an island, select this to make the final preparations for play.

THE NUMBER OF MEN PLAYING THIS ISLAND

So, you selected "Play Island" option did you? Well done. You will notice that the area of the screen between the words "1st Epoch" and the Man Pool have been replaced by a picture of a Tower, a number and an arrow pointing upwards (Fig. 8).

They have changed because you now get to decide how many men will play on the island Map shown. You can't place the entire Man Pool on an island - and don't go leaving yourself short. Remember: men not transferred to this island will be used on other islands, and one man on an island is almost useless, so choose your number wisely.

- Use the Handy Pointer to touch the number beneath the Tower.
- Press the B Button to transfer men from the Man Pool to a Tower ready to be placed on the Island Map shown.
- Press the C Button to transfer men from the Tower back to the Man Pool.

Fig. 8
Men being transferred from the Man Pool to Tower



PLACE STARTING TOWER IN THIS SECTOR

When you are satisfied with the number of men transferred from the Man Pool to the Tower, you must decide in which sector on the island Map your Tower is to be placed. The position of the Tower will become the starting point for your conquest. Note that each sector is a self-sufficient unit with its own Elements and Technology Level: so again choose wisely. See the section titled "Elements" on page 26, and "The Sector Display Technology Level" on page 18. Use the Handy Pointer to select a sector on the island Map shown.

Your opponents will then place their Towers in the remaining Sectors. Note that your opponents will sometimes place their Towers before you.

Let the conquest commence!

THE PLAY DISPLAY

With the Towers positioned on the island, the screen changes to show the Play Display (Fig. 9). This is where the game of Tyrant is played.

Fig. 9
Play Display screen

THE ISLAND MAP
THE SECTOR DISPLAY
THE PASSAGE OF TIME
THE ISLAND NAME
TECHNOLOGY LEVEL
THE ISLANDS' SHIELDS
MEN IN THE TOWER
FUNCTION ICONS CONTROL MENU



THE ISLAND MAP

Here it is again: a plan view of the island. You will only see two different symbols on this Island Map: a Tower and an Army, both in the colors of the Teams they represent (Fig. 10). Use the Handy Pointer to select and highlight a sector on the Island Map. The chosen sector will be shown in detail on the Sector Display. Note that a sector's highlight will flash when you are being told something by one of your men.

Fig. 10 (close-up) of the Island Map

AN ARMY
A TOWER
A HIGHLIGHTED SECTOR



THE SECTOR DISPLAY

When a Sector is selected on the Island Map, the Sector Display shows it in detail with all of the Buildings and Men in action. Only one sector is shown in full at any time here. Note that you can view any sector but you can only control the one in which you have placed Towers. See the section titled "Buildings" on page 26.

THE PASSAGE OF TIME

The Tyrant's universe runs at three different speeds: normal, quickly (three times normal speed) and fast (nine times normal speed). The little man in red and blue standing above the Team shields controls the passage of time (Fig. 11). Note that everything is affected by the Passage Of Time - the speed at which you and your opponents play, designs are created, buildings are constructed, minerals are mined and so on.

Fig. 11

To alter the speed of the passage of time:

- Use the Handy Pointer to point at the little man.
- Press the B Button to increase the speed of which time passes.
- Press the C Button to decrease the speed at which time passes.



If you are attacked when time is running fast and the "Auto Slow" function is "ON," the Passage Of Time will automatically change to normal. To set the "Auto Slow," see the section titled "Options" on page 11.

THE SECTOR DISPLAY TECHNOLOGY LEVEL

More commonly known as Tech Levels. Each Sector of an island has its own Technology Level which relates to the historical state of the men in the Sector's Tower. When you begin playing on island, its sectors, and thus the Teams, are all set of the same Technology Level. A Sector's Technology Level will only advance if its owner

shows signs of progress via designs. For more information on designs, see the section titled "Designs" on page 21.

"We've Advanced A Tech Level!"

Your Chief Designer will tell you this when one of your Sectors advances a Tech Level. As you advance through the Tech Levels you will notice the look of your Buildings and that of your Men's clothing changes accordingly. See Appendix one: Technology Levels, Designs And Buildings on page 45. A Sector you own cannot advance by more than three Tech Levels per Epoch.

THE TEAMS' SHIELDS

These are the Shields of the visible Teams on the Island Map. The Teams' Shields are also used to form Alliances (see the section titled "Alliances" on page 42) and to show details of Armies (see the section titled "Combat" on page 34). When a Team has been removed from an island, its Shield is no longer shown.

MEN IN THE TOWER

The little man at the center of all the arrows represents the men in the tower. The number below this icon, which cannot be selected, shows the number of men living in the Tower in that sector. You will notice that the number of men rises periodically. This is not because they are inviting friends over for dinner; rather it is because they are very clever and can miraculously clone themselves in the Tower. The more men in a Tower, the faster they reproduce. At least one man must always remain in the Tower.

FUNCTION ICONS & CONTROL MENUS

Most of these icons are used to assign tasks to your men and perform other functions essential to play. Icons are grouped according to their functions in Control Menus. Selecting some icons will result in the existing Control Menu being replaced with a new one. New icons will appear when necessary, and an arrow pointing to or from them shows if they can be used. Note that Control Menus are only presented for sectors in which you have placed Towers. Some icons, such as the "Men In The Tower" one, are for reference only and cannot be selected.

When you move from one of your sectors to another, the Control Menu shown will stay the same, but the numbered statistics will change to relate to the currently chosen Sector.

When you select an icon such as "View Element Stocks" (see the section titled "Elements" on page 77), you will see all of the Elements currently being gathered or mined as well as the ones corresponding to the currently selected icon.

RETURN TO PREVIOUS CONTROL MENU

These icons often look different but their function is the same. Selecting them will return you to the previous Control Menu. These icons are always a larger scale version of the icon you originally selected to activate a new Control Menu. For example, if you select the "Light Bulb," the Design Control Menu will appear. You will notice a large "Light Bulb" at the top of the Control Menu, and selecting this large "Light Bulb" will return you to the Main Control Menu. The same applies to the other sub-control menus.

DESIGNS

The men in Tyrants are an inventive species. They like to create designs for weapons for the purposes of attack, defense and repair. It takes time to create designs in addition to various elements (see the section titled "Elements" on page 26) to make them.

Fig. 12



VIEW AND ALTER CURRENT DESIGN

This icon will only appear when Designs are available (Fig. 12). The number of men working on a Design is shown beneath this icon. When you select this icon, you will see a Stock of Designs presented in three columns (Fig. 13).

Fig. 13: (close-up) of design control menu

SHIELDS
DEFENSIVE BUILDING WEAPONS
OFFENSIVE ARMY WEAPONS

SHIELDS

Fig. 14: Shields are used to repair damaged Buildings. See the section titled

"Repairing Buildings" on page 34. The higher the number on a Shield, the more effective it is at repairing the damaged Building.

Fig. 14



DEFENSIVE WEAPONS

Fig. 15: These are used by men to defend their Tower from the comfort of its tunnels. See the section titled "Defense" on page 39.



Fig. 15

OFFENSIVE WEAPONS

Fig. 16: These are used by an Army of Men to attack an opponent's Team and Buildings. See the section titled "Combat" on page 34.



Fig. 16

CREATING A DESIGN

Select an available Design from one of the three columns. Let's say you chose to Design a Rock for an Offensive Weapon. Three icons (Fig. 13) will appear above the Stock of Designs.

Fig. 17: design control menu w/ design started

CHOSEN DESIGN
NUMBER OF DESIGNERS
TIME TAKEN TO CREATE DESIGN

CHOSEN DESIGN

This is what you want to Design. In this case a Rock Offensive Weapon.



NUMBER OF DESIGNERS

Who's going to create this Design? Why, your Men from the Tower of course. The more Men used as Designers, the faster the Design will be completed and the sooner it can be produced. Select the Vordble icon at the number below it to increase or decrease the number of Men researching the Design.

TIME TAKEN TO CREATE DESIGN

The hand on the Clock moves around as the Designers create the Design. With no Designers, it would take an infinite amount of time to make a Design. That's to say, it would never happen. As you increase or decrease the number of Designers working on a Design, you will see the time taken in minutes to create it beneath the Clock change accordingly.

"THE DESIGN IS READY!"

Your Chief Designer will tell you this when a Design is complete, so you don't have to sit and watch the clock ticking away while a Design is being made. He may also say "Ergonomically Terrific" or "Puka Design!" See the section titled "Ergonomically Terrific" on page 25. When the Design is ready, it is removed from the Stock of Designs and the Designers are returned to the Tower. Note that you can only make one design at a time: if you choose to make another design, all work in progress is lost.

As you play, you will notice that new Designs will appear. A maximum of 12 Designs, four for each category, is available on each island. The island's initial Tech Level determines the available Designs for the Offensive and Defensive Weapons. See Appendix One: Technology Levels, Designs And Buildings on page 45.

The Designs are arranged in order of Tech Level. See the section titled "The Sector Display Technology Level" on page 18. The simplest Designs are the weakest, but they take the least amount of time to Design and require fewer Elements to manufacture.

MANUFACTURING DESIGNS

When your Design is completed, it needs to be manufactured so it can be used. The simplest Designs are automatically produced for you, in time, from the available stock of Elements. See the section titled "Elements" on page 25.

ADVANCED DESIGNS

The more advanced Designs bear a Factory Symbol (Fig. 14) and must be manufactured in a Factory. See the section titled "Buildings" on page 27. The most complex Designs can only be invented in a Laboratory before they can be manufactured in a Factory. See the section titled "Buildings" on page 25.

WHAT? NO DESIGNS?

If no Designs are available, it is probably because there are no elements available in that sector.



Fig. 14

BLUEPRINTS

This icon only appears when a Design is completed (Fig. 19). From here you can see which Elements are required to manufacture the Design. When you select this icon, the completed Designs are shown in their respective columns.

Select a Design to view its Blueprint and find out which Elements are required to manufacture it (Fig. 20).



Fig. 19

Fig. 20: (close-up) of blueprint control menu

DESIGN
BLUEPRINT



BLUEPRINT

This shows the quantity of Elements required to manufacture the Design.

ERGONOMICALLY TERRIBLE! PUKKO DESIGN!

If a Design was deemed "Ergonomically Terrible" or a "Pukko Design" by the Chief Designer, you will see this symbol next to the Elements on the Blueprint. This is one of the perfect ways to manufacture your Design, so make a note of the Elements used to make it.

TRASH THIS DESIGN

This icon only appears when the Blueprint for a Design is viewed (Fig. 21). Select this icon to scrap the Design and return it to the Stock of Designs. This is especially useful when you run out of the Elements needed to manufacture the Design as it can be re-invented and manufactured with different Elements.



Fig. 21

ELEMENTS

To make Designs, you need Elements. Some Elements are simply lying around and are automatically gathered by your Men from the comfort of their Towers. This is indicated by a green arrow pointing to the "Men in The Tower" icon, while others must be mined via an Open Cast or Deep Pit Mine.

Open Cast Mines are automatically created when necessary, but you must allocate the number of Men who will work in it. Deep Pit Mines must be built. See the section titled "Buildings" on page 28. Note that Elements cannot be transferred from one Sector to another, so certain equipment can only be made in certain Sectors.

"We're Running Out Of Elements!"

Your Pit Head will tell you this when a Sector is running out of Elements as there are only so many Elements to be gathered or mined from an individual Sector. When there are no more Elements to collect, any Mines are closed and the Miners are returned to the Tower.

VIEW ELEMENT STOCKS

Select the icon or one of the Gathered Element (Fig. 22) icons to see which Elements are being Gathered. See Appendix Two: Elements on page 46. The quantities Gathered are shown below the individual Elements.

Fig. 22 Mining control menu

GATHERED ELEMENT ICON
ALLOCATED MEN TO MINE
ELEMENTS
MEN MINING THE ELEMENT
THE MINED ELEMENT



MINING ELEMENTS

The "View Element Stocks" icon changes when a Mine has been created (Fig. 22). Select this new icon to see which Elements are being mined or to allocate Men to the mining of the Elements.

MEN MINING THE ELEMENT

When the "View Element Stocks" icon is selected, the number of Men mining the Element from the Open Cast Mine is shown below its icon. Use the Handy Pointer to increase or decrease the number of Men mining the Element.

THE MINED ELEMENT

You can see the quantities of the Elements mined beneath their respective icons.

BUILDINGS

You can construct four different types of Buildings: Towers, Deep Pit Mines, Factories and Laboratories, depending on the current Tech Level. See Appendix One: Technology Levels, Designs And Buildings on page 45. The relevant icons will be shown when necessary. You cannot construct more than one of each Building type in a single Sector.

Note that when a Tower has been constructed, the Men will automatically enter it. For all other Building types, you must allocate Men to work in them.

TOWER

A Tower can be constructed in any Sector, provided no other Team occupies it and you are not part of an Alliance. See



Fig. 23

the section titled "Alliances" on page 42. To construct a new Tower, form an Army and move them into the desired Sector. See the section titled "Combat" on page 34. The Men will automatically begin to construct the tower. If the "Sound FX" are "ON" (see the section titled "Options" on page 11), you will hear the Men working away at it. A Tower is also immediately identified by its four Defensive Turrets. See the section titled "Defense" on page 37.

When your Men build a Tower, you will see three new icons (Fig. 24). These show the Tower, the number of Men constructing it and the time it will take. You cannot use any of these icons, but you can add more men to speed up the process.



Fig. 24
Men constructing a tower

DEEP PIT MINE

This is used to mine for certain Elements. See the section titled "Elements" on page 26. A Deep Pit Mine is immediately identified by its two Defensive Turrets. See the section titled "Defense" on page 39.



Fig. 25

VIEW DEEP PIT MINE CONSTRUCTION

This icon will only appear when a Deep Pit Mine can be built. It is used to view the construction progress of a Deep Pit Mine or to alter the number of Men building it. When you select this icon, you will be presented with three new icons. See the section titled "Constructing A Building" on page 32. Alternatively, select the number below the icon to alter the number of Men constructing the Deep Pit Mine.

FACTORY

The Factory Symbol on a Design means it is of such a High Tech Level that it can only be made in a Factory. See the section titled



Fig. 26

"Advanced Designs" on page 24. So that's why you need to build one. A Factory is immediately identified by its three Defensive Turrets. See the section titled "Defense" on page 39.

VIEW FACTORY CONSTRUCTION

This icon only appears when a Factory can be built. It is used to view the construction progress of a Factory or to alter the number of Men building it. When you select this icon, you will be presented with three new icons. See the section titled "Constructing A Building" on page 32. Select the number below the icon to alter the number of Men constructing the Factory.

FACTORY PRODUCTION

This icon only appears when a Factory has been built and suitable Designs are available for manufacture. You can now manufacture any available Designs and view the work in progress. When you select this icon, you will be presented with five new icons (Fig. 27) for the purpose of manufacturing the Design. The manufacture of Designs in a Factory is known as a Production Run. You may also select the number below the icon to alter the number of Men working in the Factory.

Fig. 27: Factory control menu

DESIGN
MEN WORKING ON PRODUCTION RUN
TIME TAKEN TO MANUFACTURE DESIGN
PRODUCTION RUN SIZE
TIME TAKEN TO MANUFACTURE PRODUCTION RUN



DESIGN

This is the Design on the Production Run.

MEN WORKING ON PRODUCTION RUN

Select this icon to alter the number of Men working on the Production Run.

TIME TAKEN TO MANUFACTURE DESIGN

The time taken in minutes to manufacture one unit of the Design.

PRODUCTION RUN SIZE

Select this icon to alter the number of units of the Design to be manufactured.

TIME TAKEN TO MANUFACTURE PRODUCTION RUN

The total time taken in minutes to manufacture the number of units of the Design in the Production Run.

"THE PRODUCTION RUN IS COMPLETED"

The Factory Girl will tell you this when the Designs have been manufactured. The Men working in the Factory will be returned to the Tower.

LABORATORY

Some Designs are of such a High Tech level that they can only be created in a Laboratory before they are manufactured in a Factory. A Laboratory is immediately identified by its single Defensive Turret. See the section titled "Defense" on page 39.



Fig. 28

VIEW LABORATORY CONSTRUCTION

This icon only appears when a Laboratory can be built. It is used to view the construction progress of a Laboratory or to alter the number of Men building it. When you select this icon, you will be presented with three new icons. See the section titled "Constructing A Building" on page 32. Select the number below the icon to alter the number of men constructing the lab.

INVENTING IN THE LAB

This icon only appears when a Laboratory has been built and Designs are available to Invent (Fig. 28). It replaces the Design icon when a Laboratory is built and functions in exactly the same way. See the section titled "Designing And Manufacturing Weapons And Shields" on page 26. The Laboratory Professor will now report to you instead of the Chief Designer.

CONSTRUCTING A BUILDING

The process of constructing a Building other than a Tower is as follows (Fig. 29).

Fig. 29: Men constructing mine & factory

BUILDING TYPE
MEN CONSTRUCTING BUILDING
CONSTRUCTION TIME LEASH

BUILDING TYPE

This icon will correspond to a Deep Pit Mine, a Factory or a Laboratory.



MEN CONSTRUCTING BUILDING

Select this icon or the number below it to increase or decrease the number of Men constructing the Building.

CONSTRUCTION TIME TAKEN

The time taken in minutes to construct the Building.

CHECK ON BUILDING DAMAGE STATUS AND REPAIR BUILDINGS

Select this icon to view the strength of your Buildings (Fig. 30) or repair them. See the section titled "Repairing Buildings" on page 34.

Fig. 30: Shield control menu

4 BUILDING TYPES
200 NORTH BAR



The bars to the right of the Buildings show their relative strengths. As your Buildings are attacked and damaged by enemy Armies, the strength bar is depleted. When the Building's strength bar disappears, the Building is destroyed and you will be told by the Man in charge of it.

REPAIRING BUILDINGS

To repair Buildings you need to have previously built Shields. See the section titled "Designing And Manufacturing Weapons And Shields" on page 26. Use the Handy Pointer to select a Shield when viewing the strength of your Buildings. The Handy Pointer will change into a Shield Pointer. On the Sector Display, use the Shield Pointer to select which Building is to be repaired. Note that this method is also used to shut down a Tower when the Tech Level reaches 3001 A.D. See the section titled "Suspended Animation" on page 44.

COMBAT

There comes a time when you have to fight the opposition, and to do that you need to form an Army. You don't actually control the individual Men in an Army, but you do get to arm them and position them. You can watch and hear the battles in progress on the Sector Display. There will never be more than four Armies in a single Sector at one time. Any additional Armies placed in a Sector will be merged.

VIEW ARMY WEAPON STOCKS AND ASSEMBLE ARMY

This icon is always visible (Fig. 31). From here you can assemble and arm an Army. When you select this icon, you are shown the number of Men available for your Army alongside the Offensive Weapons you have Designed. Note that when you assemble an Army, the Handy Pointer changes into a Sword Pointer.

UNARMED MEN AVAILABLE
OFFENSIVE WEAPONS STOCK
YOUR ARMY

UNARMED MEN AVAILABLE

You can assemble an Army of unarmed Men by selecting the icon of the number below it. Bear in mind

though that an Army of unarmed Men is weak. They can kill enemy Men, but they cannot destroy Buildings. When in combat, unarmed Men automatically pick up and throw Pebbles, which are not to be confused with Rocks.

OFFENSIVE WEAPONS STOCK

All Offensive Weapon Designs created will be shown here. Take your pick and arm your Army! An 'OK' below a Weapon Design means it can be built from the available Element Stock. Otherwise, the quantity of Weapons manufactured is shown. When you select a Weapon icon or the number below it, the quantity of Men needed to operate the Weapon will be assigned to the Army. You see, as the Weapons become more sophisticated, more than one Man is required to operate them. The number of Men required to operate a Weapon is shown in the top left-hand corner of its icon. When no more Weapons are available, a dash '-' will be shown beneath the icon.

YOUR ARMY

The number of unarmed and armed Men used for your Army is shown here. Select the icon of the large pair of swords immediately below the Island Map to abandon the Army.



Fig. 31
Combat (sword)
control menu

PLACING YOUR ARMY

With your Army assembled it may be placed in a Sector. Use the Sword Pointer to select the Sector on the Island Map in which you wish to place your Army. Alternatively, if you wish to place your Army on the Sector shown on the Sector Display, simply select that instead. The Army Marker is then placed in the chosen Sector. See the section titled "The Island Map" on page 10. You can assemble and place more than one Army provided you have the available Men.

MOVING YOUR ARMY

Once your Army has been placed, the Sword Pointer will change back into a Handy Pointer. You can now use it to remove your Army from a Sector before placing it in another. The Army Marker will flash to show that it is ready to be removed. Note that you have only a few seconds to move the Army before it has to be selected again.

- Press the B Button to remove the Army from the Sector.

The number of Men in each Team's Army is shown to the right of their respective Team Shields when the Sector they occupy is viewed in the Sector Display. Select this number to view the details of the Armies in the Sector (Fig. 32). You will then see the numbers of unarmed and armed Men in the Army.

WEAPONS
NUMBER OF MEN



Fig. 32 (Close-up) of
army/combat details

Note that an Army armed with land-based Weapons can only be moved to Sectors immediately next to Friendly Sectors. Air-based Weapons follow a route directly to any Sector.

SPECIAL WEAPONS

Nuclear Missile Strikes are available from the 6th Epoch. See Appendix One: Technology Levels, Designs And Buildings on page 45. They are very special Weapons and cannot be used in conjunction with any other Weapon. Nukes can only be used one at a time and are launched by first assembling it as you would an Army and then selecting its destination Sector, also as you would an Army. A Nuke can be launched at any Sector which isn't Friendly or Allied. If a Sector is hit by a Nuke, it is completely and utterly wiped out — nothing survives! The Sector is dead and cannot be used. A large crater on the Island Map shows the Nuked Sector.

RETREAT!

This is not always a good idea. The Sword Pointer will be bloodstained to show that the Army is fighting. If your Army is in the heat of a battle, it will suffer heavy casualties if you remove it from a Sector. However, your Army will suffer no casualties if it is returned to its own Tower.

RETURNING AN ARMY TO A TOWER

If an Army is in a Sector occupied by one of your Towers, you can return the Men to it so they may perform other tasks. Use the Sword Pointer to select the Tower on the Island Map or the Sector Display.

"We've Conquered The Sector!"

Your Sergeant Major will tell you this when your Army wins a battle and only they remain in a Sector. Your Army can now construct a new Tower. See the section titled "Buildings" on page 28. When a Team is completely destroyed, its shield is removed from the display.

"We've Won!"

Your Sergeant Major will tell you this when all the Sectors of an Island show absolutely no trace of the opposing Teams. The Island is yours and you can attempt to win another. Hooray! When you return to the Options Screen to choose another Island you will see a little flag of your Team's color on the Island you just conquered. Now isn't that sweet?

RATINGS

Whenever you conquer an Island, you are shown a Map of the Island's state so you can see how well you did, and you are given a rating to reflect your status, such as 'President,' 'King' or 'Queen,' 'Prime Minister' and 'Master' or 'Mistress.' You are also deemed 'Eternal God' or 'Goddess' 'Of The Epoch' when you complete an Epoch.

"THE SECTOR HAS BEEN DESTROYED!"

Your Sergeant Major will tell you this when you lose a Sector to an opposing Team.

"It's All Over!"

Your Home Guard will tell you this when absolutely no trace of your Team remains on the Island. You are a Loser and will be laid as much. Try again.

DEFENSE

Sometimes you will find yourself under attack from the enemy. An armed enemy Army will try to destroy your buildings. If a Tower is destroyed, your Men are exposed and vulnerable.

"TOWER CRITICAL!"

Your Home Guard will tell you this when a Tower is about to be destroyed.

You could place an Army of your own in the Sector to combat the attack, but your buildings are ultimately still vulnerable. What you need is Defensive Building Weapons installed in the Building's Turrets. See the section titled "Buildings" on page 28.

VIEW BUILDING WEAPON STOCKS AND DEPLOY BUILDING WEAPONS

This icon only appears when a Defensive Weapon has been designed (Fig. 33). When you select this icon, you are shown the completed Designs for Defensive Weapons alongside the number of Men available to man them (Fig. 34).



Fig. 33

Fig. 34: (Close-up) of defense control menu

AVAILABLE MEN
DEFENSIVE WEAPONS



AVAILABLE MEN

You cannot select these Men directly. This icon and the number below it are for reference only. With the exception of the unmanned Nuclear Detonants and SDI System, each Defensive Weapon is operated by a single Man.

DEFENSIVE WEAPONS

Take your pick. The quantity of available Weapons is shown beneath the icon. When you select a Weapon icon, or the number below it, the Handy Pointer will change to a Defense Pointer. You are now ready to place a Defensive Weapon on a Building. Note that below some Weapon icons you will see "OK" instead of a number. That means there aren't enough Weapons to arm the number of Men available but they are being manufactured! When no more Weapons are available, a dash "-" will be shown beneath the icon. Select the Weapon icon to return the Defensive Weapon to the Stocks. The Defense Pointer will change back into the Handy Pointer.

PLACING DEFENSIVE WEAPONS

Every Building has at least one Turret ready to receive your Defensive Weapons. Simply use the Defense Pointer to select the desired Turret and place the Defensive Weapon. Note that only one Defensive Weapon can be installed in a Turret.

REPLACING DEFENSIVE WEAPONS

To replace an installed Defensive Weapon with a different one, simply select the new Defensive Weapon as before and place it on top of the existing Defensive Weapon. The replaced Defensive Weapon is returned to the Stocks.

REMOVING DEFENSIVE WEAPONS

Use the Handy Pointer to select the desired Defensive Weapon Turret on the Sector Display. The Defensive Weapon will be returned to the Stocks.

SPECIAL WEAPONS

When Nuclear Weapons become available as an Offensive Weapon, a Nuclear Deterrent also becomes available as a Defensive Weapon. See the section titled "Combat" on page 34. A Nuclear Deterrent is placed in a Building's Turret much the same as any other Defensive Weapon, only no Men are needed to operate it. If the Nuclear Deterrent detects an incoming Nuke, it will automatically launch itself at the Sector from which the attack came. Note that the Nuclear Deterrent is a one-shot Weapon and is not in any way effective against conventional attack.

Defensive Star Wars (SD) Lasers are effective against all forms of attack. They even detect and destroy incoming Nukes. However, each unit can only do this once before it overheats and destroys itself.

ALLIANCES

The advantage of joining forces with another Team is that members of the Alliance will not attack each other. The disadvantage is that Allied Teams cannot build towers.

If you wish to form an alliance with an opponent, select the opposing Team Shield to ask their Leader if he or she wishes to form an alliance with you. The Team Leader's face will replace the island Map and he or she will give her reply. Note that you cannot form an Alliance with more than one Team at a time.

The response will be swift (Fig. 35):

"No, I Don't Think So!"

That's what the opponent in question will tell you in not so many words if he or she does not wish to form an alliance. Why not try again later?



Fig. 35
Character requesting alliance

"YOU WANT TO COME ON MY TEAM?"

That's what you may be asked by an opponent approaching you to form an alliance with him or her. The Team Leader's face will replace the Island Map and words to that effect will be said depending on the character. As you can see, below the Team Leader's face are the options "YES" and "NO." Use the Handy Pointer to select your answer, but be quick about it!

"YOU GOT IT, BURN!"

When an Alliance is formed, the Shield of the Team which requested it will show the allies colors. The other Team Shield will turn gray.

To break off an Alliance, select your Ally's gray shield.

PAUSE

You may find there will come a time when playing TYRANTS that you need to pause for a moment. To pause game play,

- Press the Start Button during play to freeze the action.

You will be told by your Receptionist "Putting You On Hold!" and presented with three new Options: "Help On," "Continue" and "Quit." See the section titled "Options" on page 11.

- Press the D-Button up or down to move the Handy Pointer to the desired Option.
- Press the Start Button while the action is frozen to resume play, or select the "Continue" Option.

QUITTER

While play is paused, you can select the "Quit" option to surrender the Island and return to the Options Screen. You are a Quitter and will be told so.

- Press the A, B or C Button to return to the Options Screen from the Quitter Screen.

THE MOTHER OF ALL BATTLES

The 28th Island, TYANTS, is not like the other 27. There are no Designs, no Elements, no Mines and no Factories. Here it is a total free-for-all for all four Teams. It's Team against Team, armed only with Laser Sisters. No other Weapons are available.

SUSPENDED ANIMATION

In the 7th, 8th and 9th Epochs, the Men In a Tower can be placed into Suspended Animation for use in the Mother Of Battles - but only if the Sector's Technology Level is 2001 A.D. To place the Men In a Tower into Suspended Animation, first select the "Check On Building Damage Status And Repair Buildings" icon and then select the "Suspended Animation" icon.

Note that to be able to continue play you must have at least one Man outside the Tower before it can be placed into Suspended Animation. Only one Tower per Epoch can be placed into Suspended Animation and the process of destroying the Men on the 28th Island is slowed, so ensure that Tower is as full as it can be.

APPENDIX ONE: TECHNOLOGY LEVELS, DESIGNS AND BUILDINGS

Epoch	Tech Level	Defensive Weapon	Offensive Weapon	Structure
1st	900 BC	Stick	Rock	Tower
2nd	3000 BC	Spear	Catapult	Open Cast Mine
3rd	100 BC	Bow & Arrow	Pila	
4th	900 AD	Boiling Oil	Longbow	Deep Pit Mine
5th	1400 AD	Crossbow	Giant Catapult	Factory
6th	1650 AD	Musket	Cannon	Laboratory
7th	1915 AD	Machine Gun	Bi-Plane	
8th	1945 AD	Bombing	Jet Fighter	
9th	1980 AD	Nuclear Determent	Nuclear Missile Strike	
2001 AD	2001 AD	SDI Star Wars Lasers	Flying Saucer	

APPENDIX TWO: THE ELEMENTS

Below is a table of all the elements that can be found in TYRANTS and how each can be collected. Elements can be collected in three ways: gathered by men in the tower, dug in an open cast mine or extracted from a deep pit mine. In the early Epochs, the player can only collect elements that can be gathered while in the later Epochs, as he fights through time and gains superior technology, more advanced elements can be mined.

Element	Collected
Wood	Gathered
Rock	Gathered
Bone	Gathered
Stone	Gathered
Moonrite	Open Cast
Planetorium	Open Cast
Bethellium	Open Cast
Solarium	Open Cast
Amulite	Deep Pit
Heterite	Deep Pit
Yardium	Deep Pit
Yallum	Deep Pit
Porcite	Deep Pit
Aquarium	Deep Pit
Polodium	Deep Pit
Onion	Deep Pit
Tedum	Deep Pit
Moron	Deep Pit
Moonrite	Deep Pit
Alien	Deep Pit

APPENDIX THREE: ADVICE

Alliances have their uses for beginners. It pays to form one as quickly as possible to keep the opposition off your back while you get to grips with the way TYRANTS plays.

Use the grids provided to copy the Island Maps and make notes of which Elements appear in which Sector, whether Mines are required and so on. You should learn from experience which Elements are best for the different Designs. Note which Sectors provide the best Elements for the Designs you wish to build. Then use them as your starting point.

Play an Island with as many Men as possible at first to find out which Sectors are best. Then try to cut down the number of Men you use as you improve.

On the early Epochs, Sectors with many Elements which can be Gathered are useful for producing Weapons for quick surprise attacks. More sophisticated Elements are best from the 3rd Epoch onwards.

Try to balance your Men between tasks such as building, designing, mining, fighting and so on. Only throw them all in to a single task in an emergency.

APPENDIX FOUR: FIRST ISLAND WALKTHROUGH

Still finding it tough? Well here's a First Level walkthrough...

SAY GOODBYE TO ALOHA OR HOW TO PLAY THE 1st Epoch's 1st Island

Having chosen a Team Leader, you will be presented with the Options Screen. The Island of Aloha in the 1st Epoch is ready to play. You will see that Aloha has two Sectors and you are competing against only one opponent. Note that you cannot form an Alliance with one opponent because it would be pointless. See the section titled "ALLIANCES" on page 42.

Use the Joypad D-Button to move the Handy Pointer to 'Play Island' and press the B Button to select it. Now we need to place some Men in a Tower and position that on the Island of Aloha.

Use the Joypad D-Button to move the Handy Pointer to the number '0' below the tower icon. Press and hold the B Button to place Men in the Tower. You will see the number rise. Release the B Button when the number reaches 70; if the number is larger than 70, press and hold the C Button to remove Men from the Tower. Note that 70 Men is actually an excessive number to use, but not for the purposes of this tutorial.

Our opponent may have placed his or her Tower on a Sector of the Map. Yes? Then use the Handy Pointer to place our Tower in the other vacant Sector. No? Then place our Tower in the Sector of your choice. You will now be presented with the Play Display.

Our first step is to defend our Tower in case our opponent attacks us. We need to design a Defensive Weapon before we can use it, so use the Joypad D-Button to move the Handy Pointer to the Design icon and press the B Button to select it.

Select the Stick Defensive Weapon icon. Then use the Handy Pointer to touch the Designer icon. Press and hold the C Button to increase the number of Designers working on the Stick Weapon Design. Release the C Button when the number stops increasing. Now all available Men are working on the Design.

See the Clock icon. It should be counting down, the blue area of the Clock decreasing as the hand moves around. Each time the hand passes the top of the clock, a minute, in real time, has elapsed. Below the Clock you will see the number of minutes remaining before the Design is complete. The Design is ready when the Clock counts down to '0.'

Now select the Rock Offensive icon and allocate a number of Designers to work on the Design in the same way as you did the Stick Weapon, only this time use '10' Designers. Select the large Lightbulb icon to return to the main Control Menu.

Select the Defense icon to view our stocks of Defensive Weapons. We need to place a Defensive Weapon in each of the four Turrets available on the Tower. Select the Stick icon - the Handy Pointer will change into a Defense Pointer. Use the Defense Pointer to touch an empty slot on the Tower and press the B Button to place a "Soldier with a Stick" in it. Repeat this process for the remaining three Turrets.

Now, we might be attacked at this point. Enemy Men will materialize in our Sector and throw Weapons at us.

Yes? Well, watch the Men in the Turrets defend the Tower with their Sticks. They may succeed in scoring off or wiping out the attacking force. Or one of our Men might be killed, in which case simply fill the vacant Turret with another one as before.

No? Then select the large anchor in the window icon to return to the main Control Menu. The Defense Pointer will turn back into a Handy Pointer. Our Rock Weapon should be ready by now. The Chief Engineer will have told us if it is ready, and the number of Designers below the Design icon will read '0.' It does? Then let's send out an Army to attack the enemy Sector. Select the Sword icon to be presented with our store of Offensive Weapons. There's only one: the Rock. We will create an Army here. Use the Handy Pointer to touch the Rock icon and press the B Button to add a Man armed with a Rock to the Army. The Handy Pointer will have changed into a Sword Pointer too. Press and hold the B Button until no more Men can be added to the Army. To place the Army in the enemy Sector, use the Sword Pointer to select it. Look, the Main Display has changed to show the enemy Sector, and there are our Men on the offensive.

If you completed these instructions in good time, you should have conquered the Island. Well done.

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The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near any other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

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